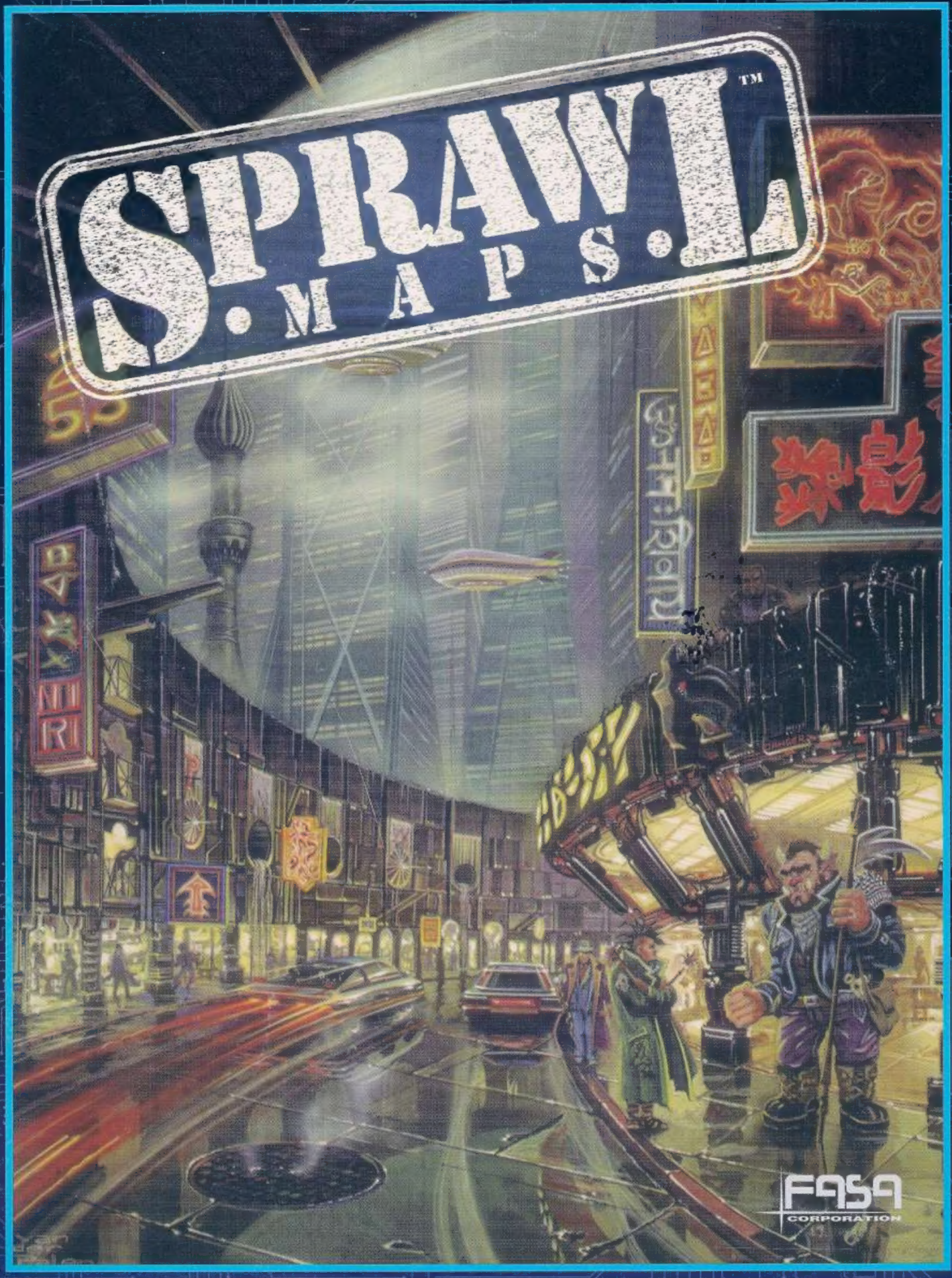
SHADOWRUN® 7401

SPRAWL™ MAPS



FASA CORPORATION

SPRAWL MAPS

The seven maps in this Sprawl Maps set can be used with either the Shadowrun, Second Edition (SRII) rules or with the D.M.Z. boxed set. The asterisks on the maps apply only when used in conjunction with D.M.Z. In both games, the scale is 1 inch equals 2 meters (the distance between each asterisk and its nearest neighbor.) The descriptions below note particular features of each map and include suggestions for using them. If you find these maps useful and would like to see more of them, please let us know what you would like to see. Enjoy!

Nightclub (Maps 1a, 1b)

This large nightclub spreads over two maps, designed to overlap slightly in the center so that the gamemaster can easily use them together. The club entrance is at the lower corner of Map 1a. Immediately to the left of it is a cashier's window, behind which lies a small office. Through another set of doors straight ahead and then immediately to the right lies the coat check window. The cashier's office opens into the area behind the bar, which is used for storage and runs contiguously with the backstage area (indicated on both maps).

The upper level contains dozens of small, uncomfortable tables serviced by overworked, ill-tempered waiters and waitresses. (Order whenever you can—hours may pass before they look your way again.) Three steps down from this upper level, roughly 1 meter below, is the main dance floor. The stage, at the upper right corner of Map 1a, is the same height as the upper level.

The stage, dance floor, and upper level continue on Map 1b. A dressing room lies in the upper right-hand corner, at the end of the backstage area. Immediately below the dressing room is the attached private bathroom (the toilet spits water when flushed) and the public men's and ladies' rooms. The ladies' room is the larger of the two (though for a place this size, both bathrooms are too small. Get in line early.) A long corridor runs behind the bathrooms (there is no truth to the rumors of peepholes!), leading to the owner/manager's office. The office is adjacent to the ever-important rear exit.

Apartments (Map 2)

Where would shadowrunners be without their dives, cribs, squats, and overdue rent? The five apartments of varying sizes and configurations shown on this map can serve as player-character residences, hideouts, safehouses, hotel rooms, and even small homes. Most allow pets (for a 10 percent security deposit, of course). Each apartment contains a kitchen, a sleeping area (of sorts), and a bathroom; some have full kitchens, separate bedrooms, and living rooms.

Indoor/Outdoor Park (Map 3)

This map shows a small, indoor park, though the gamemaster can use it to represent an outdoor park. It can also serve as an interior courtyard, or even a lobby. The raised section, opposite the phone, is 2 meters higher than the lower level. Depending on the location, the trees may be real or plastic. The phone's trideo system works intermittently (about half the time).

Subway/Monorail Cars (Map 4)

These three identical train cars can represent subway, monorail, city, or long-haul rail cars. Each car has doors at either end and two doors on each side. The end doors can be opened even when the cars are in motion, but the side doors open automatically only when the cars stop in a station or when activated by the conductor. In emergencies, these doors can be opened manually by pulling a red handle above the door.

When running gun battles through cars full of screaming commuters, the gamemaster can lay out the cars end to end, moving the last car to the front of the row as the battle moves forward.

Monorail Station (Map 5)

This map shows a typical, small monorail station in Seattle's public transport system. Escalators and an elevator on the upper half of the map lead to the open platform; the ticket booth near the bottom of the map is part of a small, enclosed waiting area. Larger stations are similar, simply longer in order to accomodate more cars. At the gamemaster's discretion, the tracks need not have an exposed third rail—in this case, power comes from a protected power rail under the central, slightly raised track section.

The ticket booth is reinforced, and contains at least three redundant PANICBUTTON™ hook-ups. The escalators work about half the time (rarely during the winter), and riders can only use the elevator if they first notify the worker in the ticket booth.

Warehouses (Map 6, 7)

Maps 6 and 7 provide three dingy warehouses of the kind most frequented by shadowrunners, two small and one medium-sized. Any of them may contain anything (and all of them have mice). Each warehouse includes at least one office where nasty plans can be made or foiled.

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SPRAWL MAPS: MAP 1A

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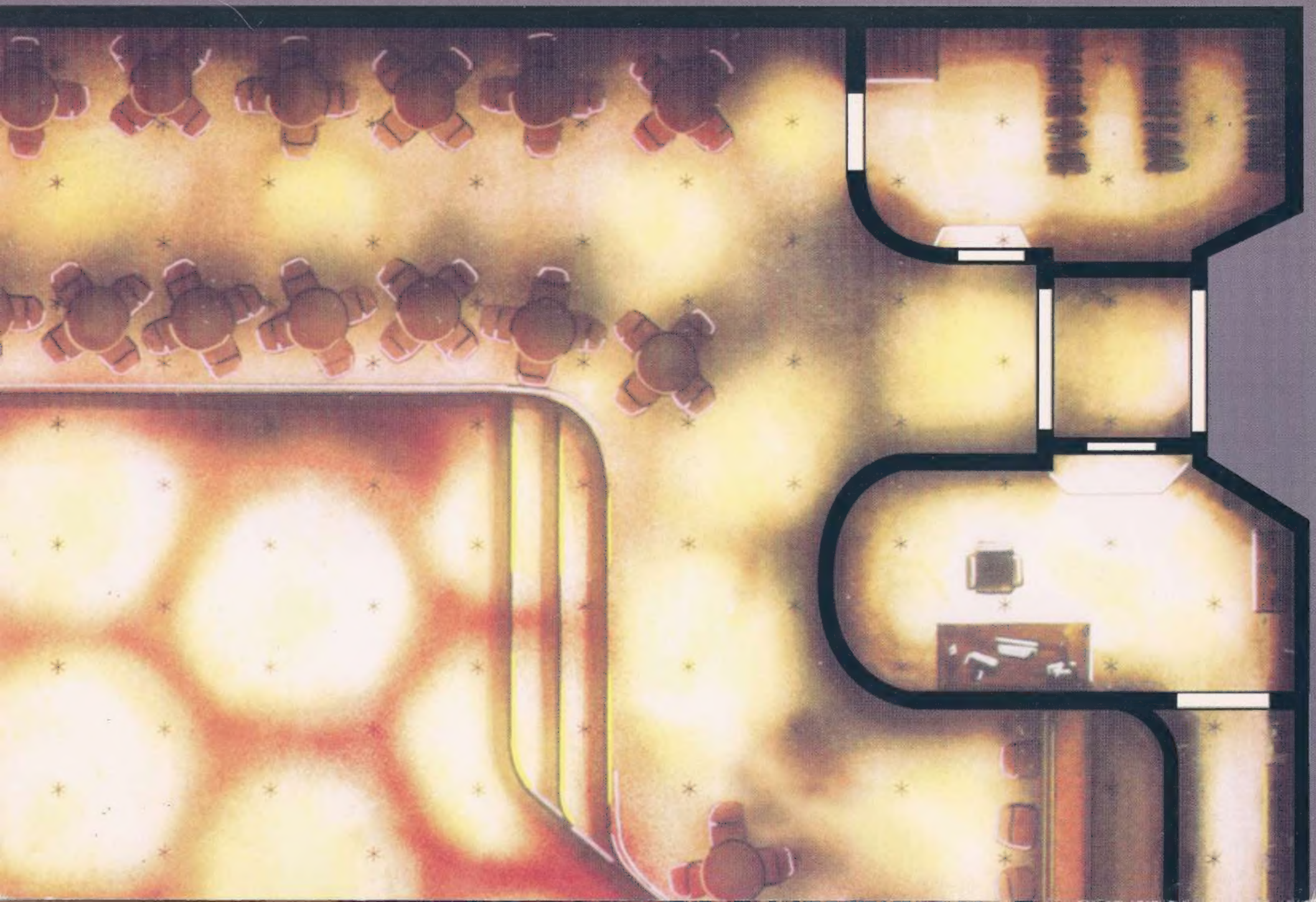

SPRAWL MAPS: MAP 1B

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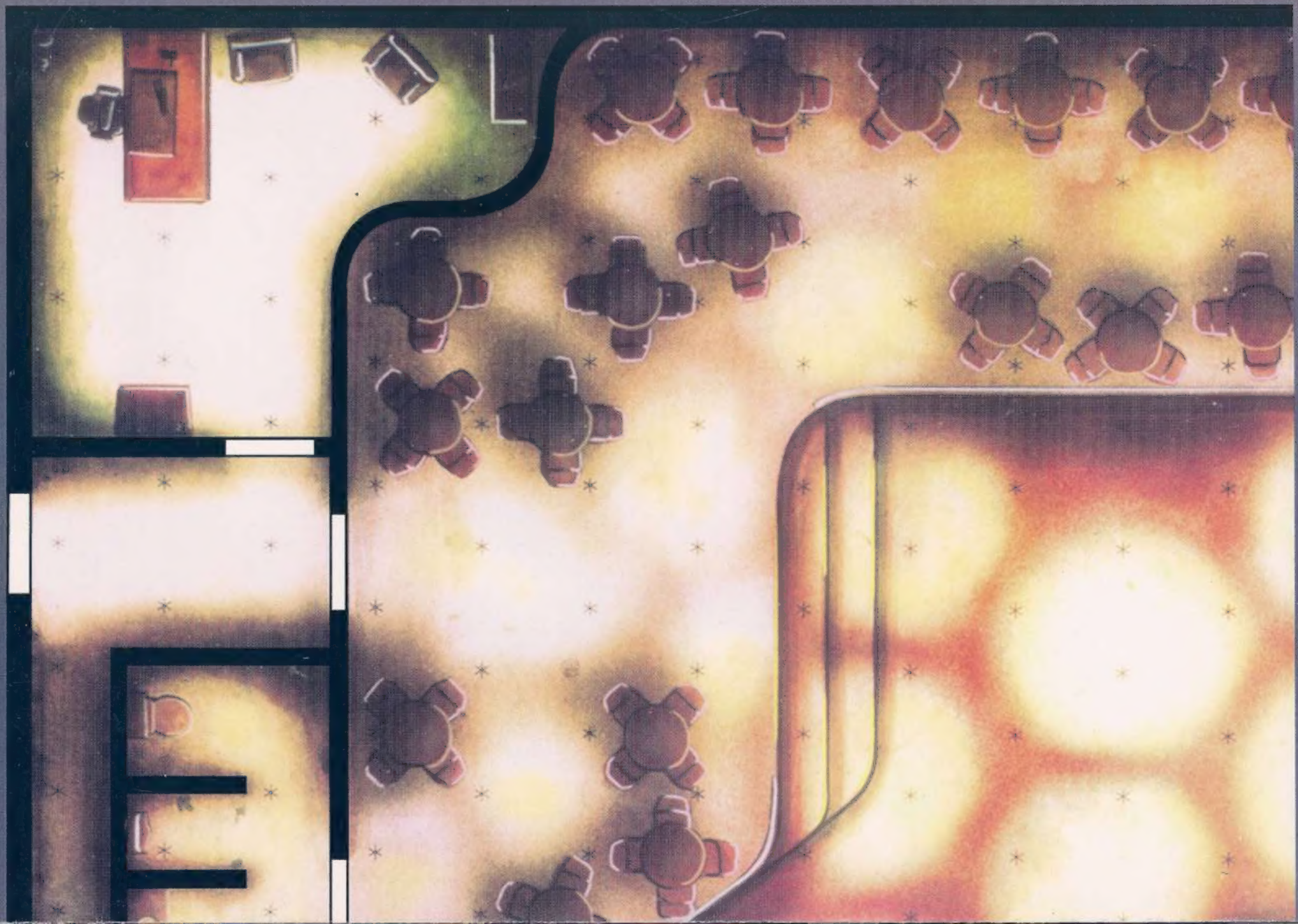

SPRAWL MAPS: MAP 2

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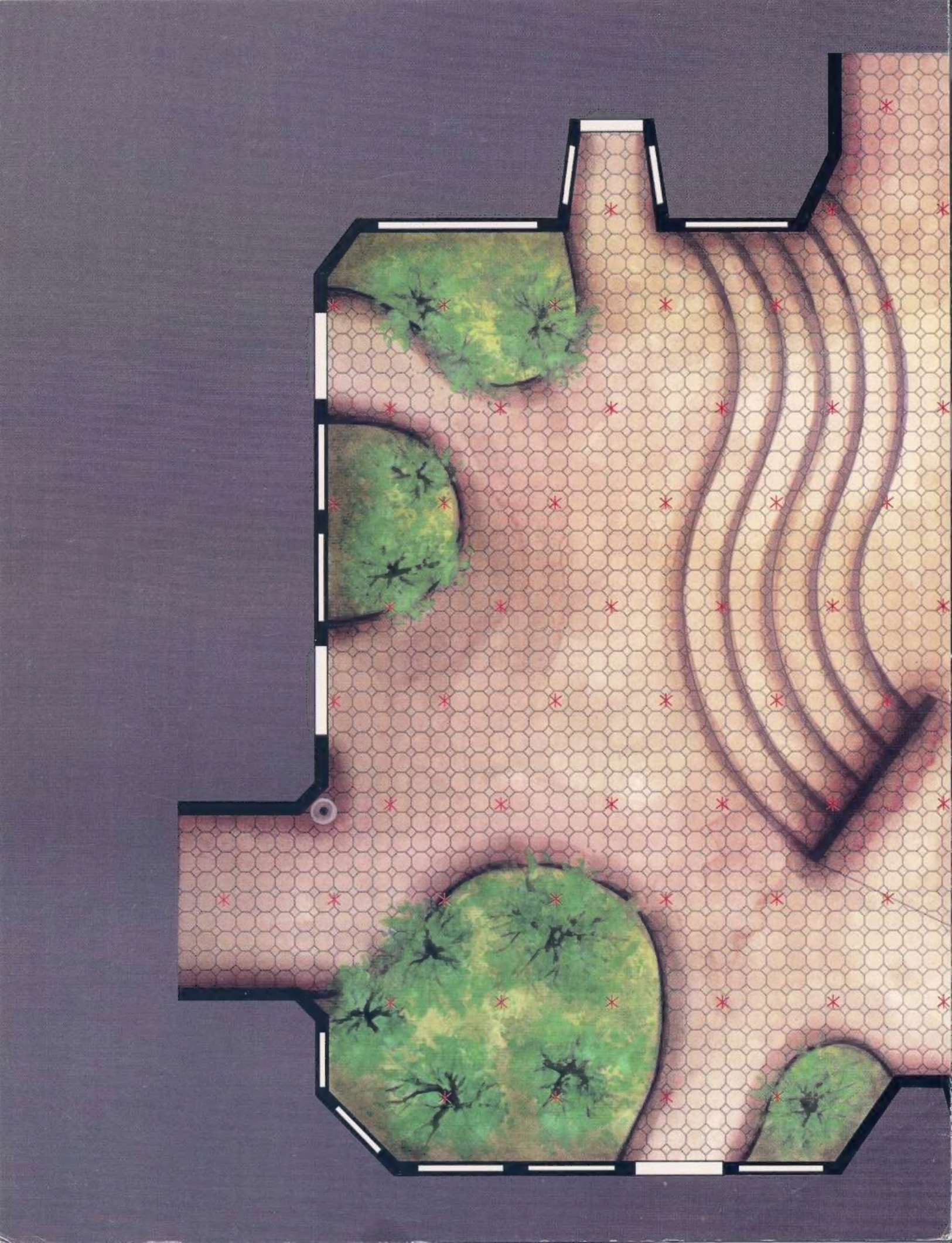

SPRAWL MAPS: MAP 3

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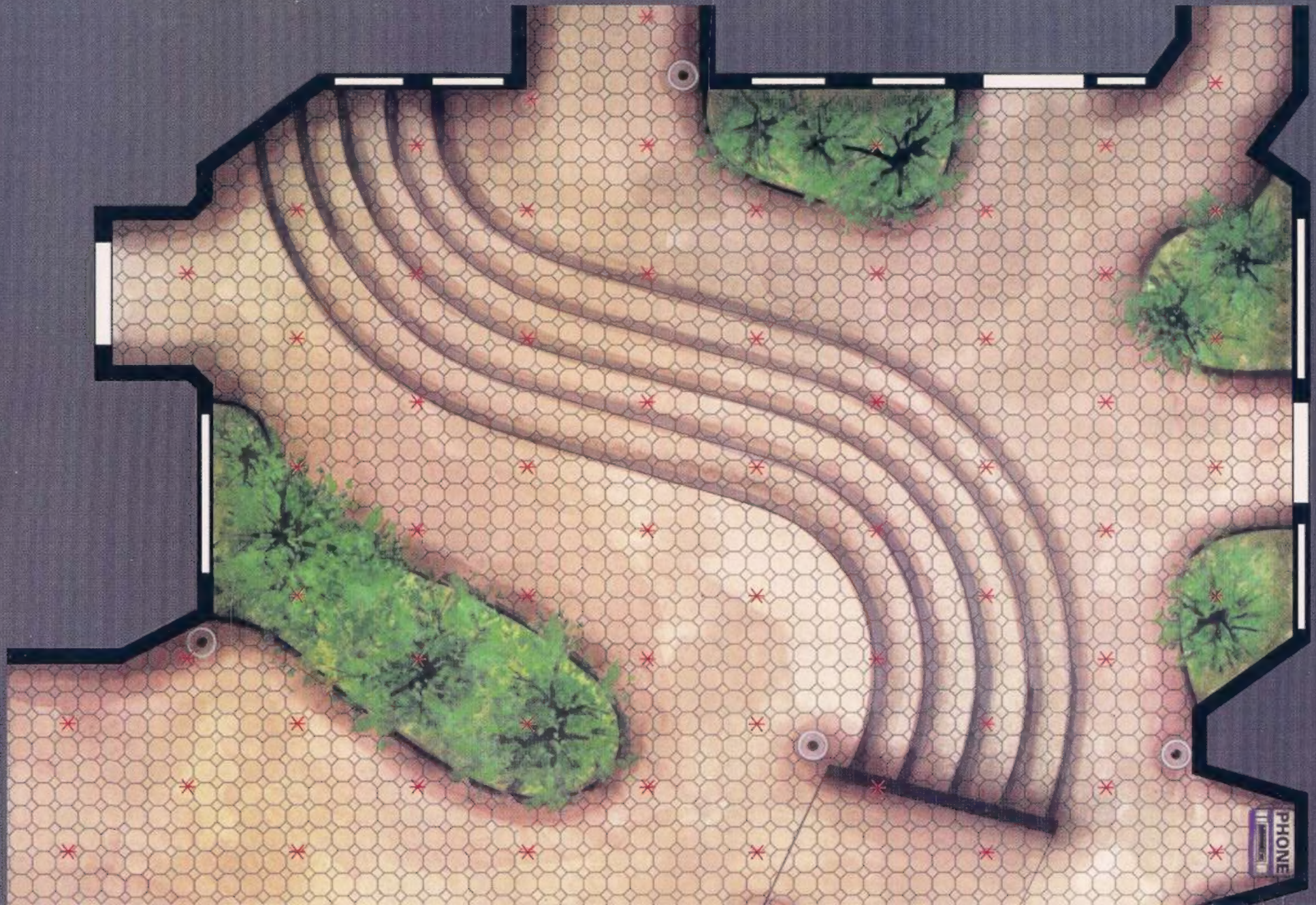

SPRAWL MAPS: MAP 4

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DANGER!
KEEP OFF OF TRACKS!
DANGER!
PHONE
ELEVATOR
DOWN
DO NOT ENTER
PHONE
DO NOT ENTER
HIGH VOLTAGE!
DANGER!
DO NOT LEAN OVER TRACKS!

SPRAWL MAPS: MAP 5

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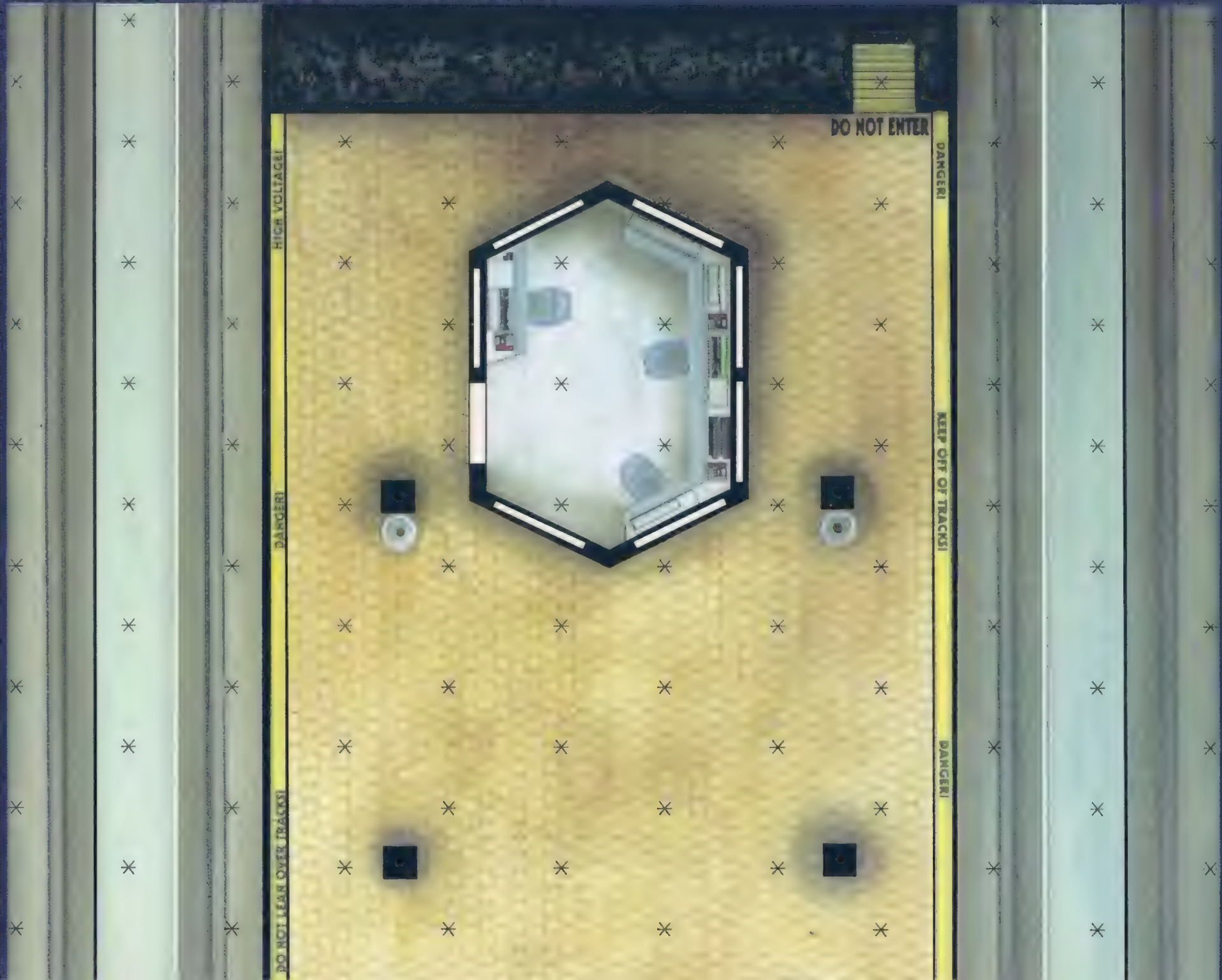

SPRAWL MAPS: MAP 6

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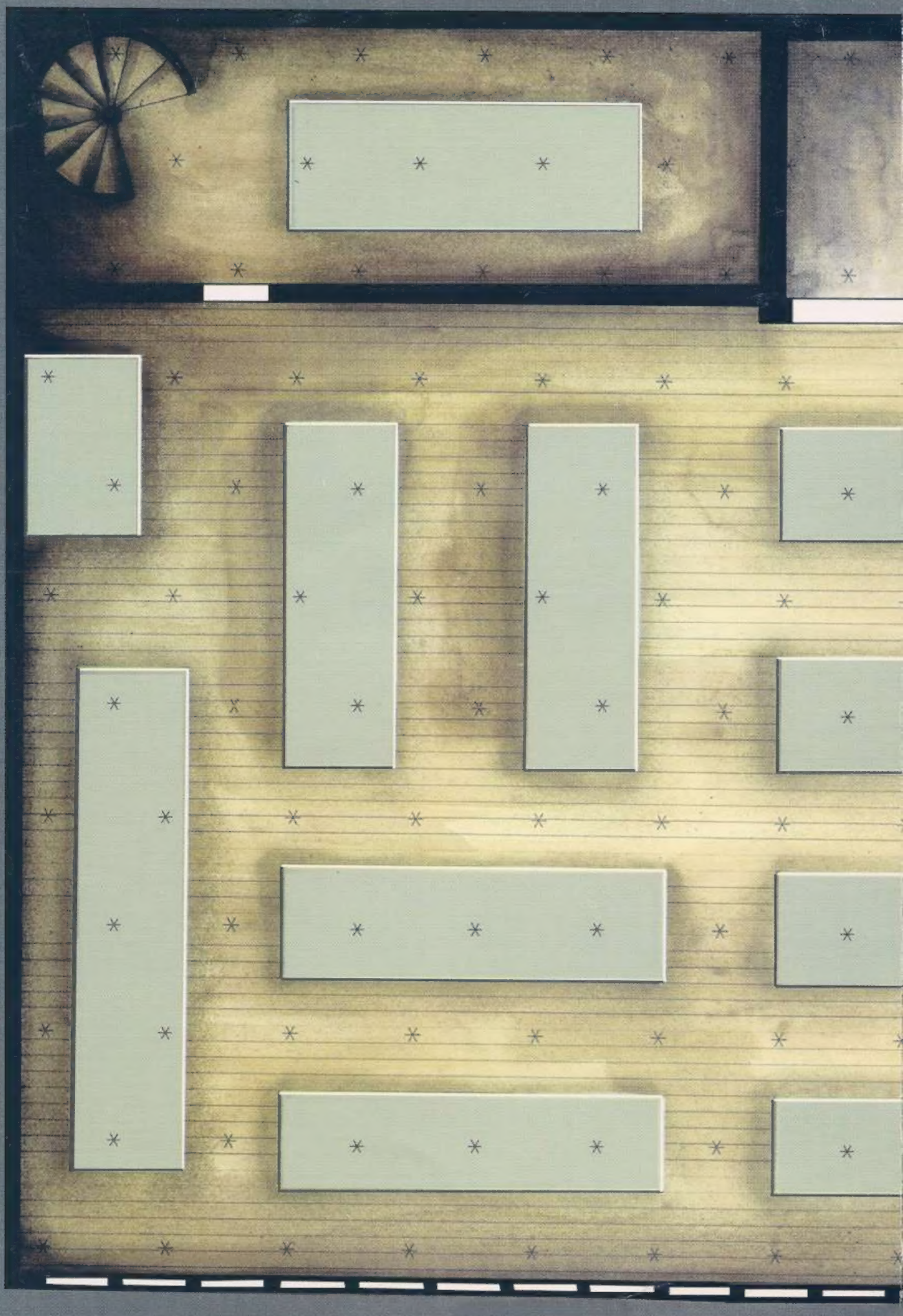

SPRAWL MAPS: MAP 7

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SPRAWL MAPS™

"Anyplace is a good place for a shadowrun—all you need to do the deed is a map."

Sprawl Maps contains 8 new, full-color maps of sites in the sprawl, including a monorail/subway station, a warehouse, a park, low- and no-rent apartments, a street, and a nightclub.

Designed for use with Shadowrun, Second Edition, these maps are also marked for use with DMZ.

SHADOWRUN® SECOND EDITION

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